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MODELING AND SIMULATION, TESTING AND VALIDATION



A HYBRID IMPULSIVE SCHEME FOR FASTER THAN REAL-TIME VEHICLE LOADS PREDICTION

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- A simple real-time model
- Real-time model results
 - Case 1 : Accuracy
 - Case 2 : Stability
- Numerical Temporal Integration
- Hybrid Step Method
 - Theory
 - Generalized Momentum and Impact Solution
 - Finite Time Impulse Results
- Conclusion

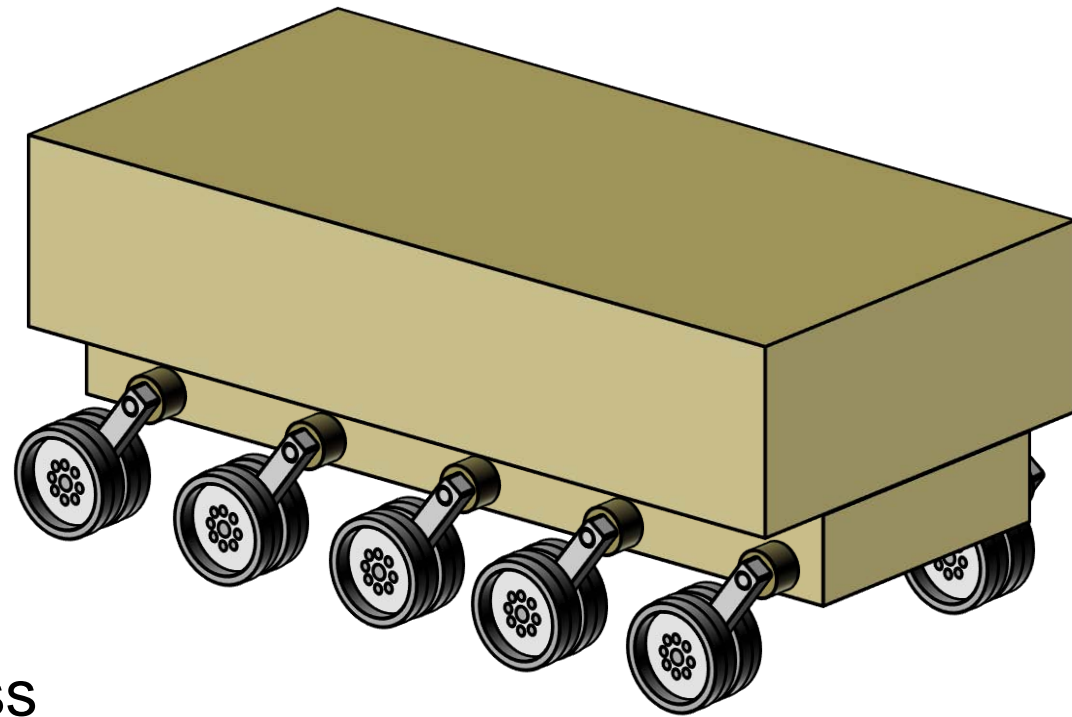
A Simple Real-time Model



Important features:

- Nonlinear System
 - Hull orientation
 - Road-arm rotations
- Ground Contact
 - Becker law
 - Constant SA
- Jounce Bumper
 - Exponential stiffness

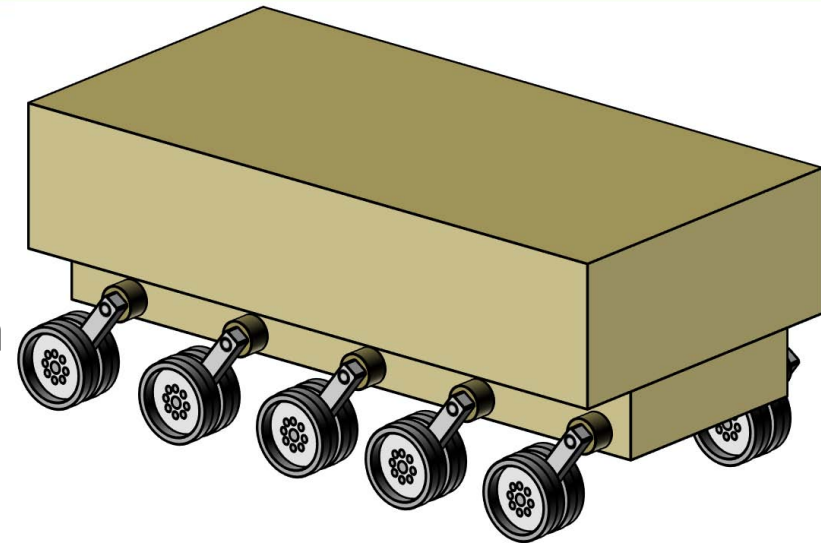
Tracked Vehicle





Simplifying assumptions:

- Track loop “ignored”
 - Road wheels rotate in unison
 - Specified L/R track speeds
- Ground contact
 - “Spherical” wheels
 - Single point look-up
 - smooth terrain
 - $\text{curvature}^{-1} \gg \text{RW radius}$.



Tracked Vehicle



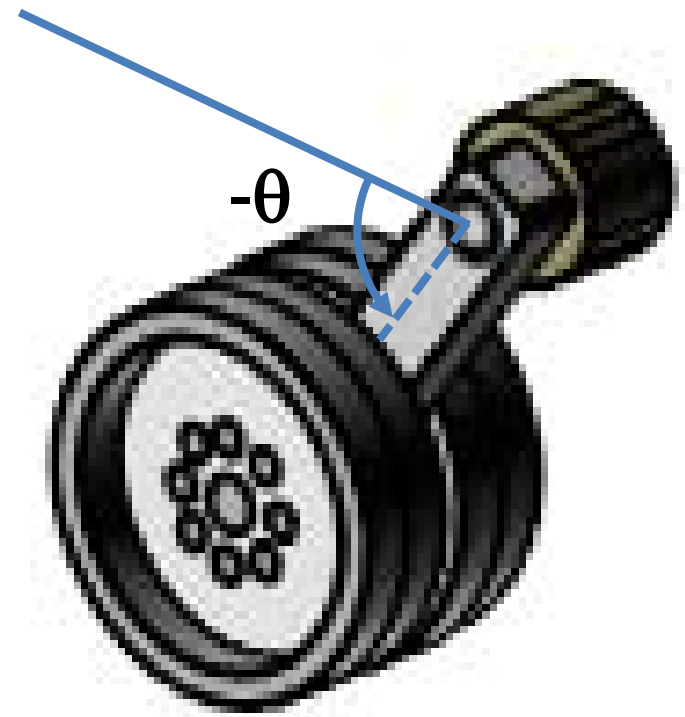
Force Elements:

$$M_{\text{suspension}} = k(\theta - \ell) + c\dot{\theta} + k(e^{(40s)} - 1)$$

$$p = \left(\frac{k_c}{b} + k_\phi \right) z^n$$

$$F_{\text{long}} = -F_{\text{normal}} c_{\text{soil}} (v_{\text{long}} - v_{\text{track}})$$

$$F_{\text{lat}} = -F_{\text{normal}} c_{\text{soil}} v_{\text{lat}}$$

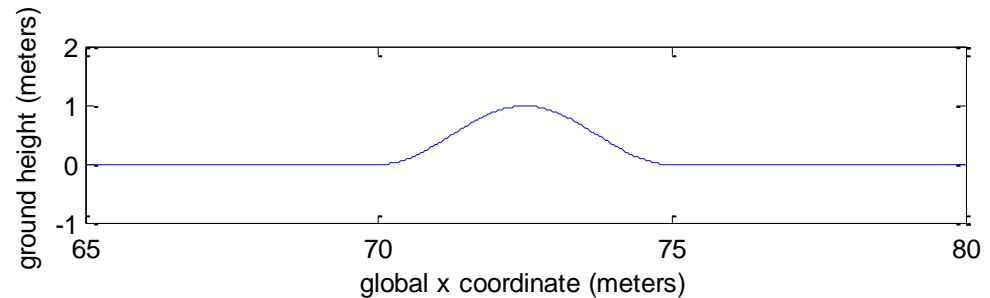


A Simple Real-time Model



Terrain:

- Scalable bump
- Height, wavelength



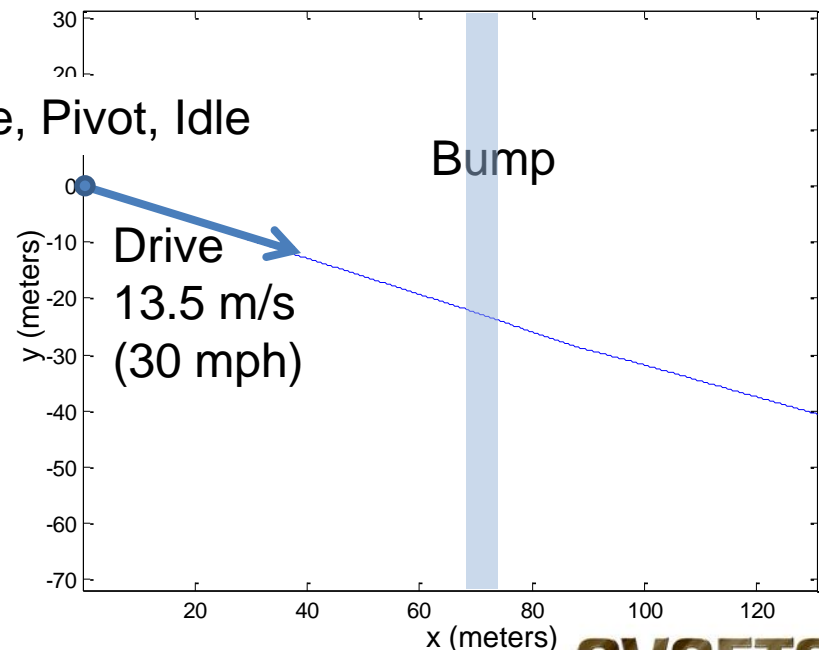
Maneuver:

- Track speeds

Time (sec)	Left speed (m/s)	Right speed (m/s)	Left Acc. (m/s ²)	Right Acc. (m/s ²)
0	0	0	0	0
3	0	0	0.5	-0.5
4	0.5	-0.5	0	0
5	0.5	-0.5	-0.5	0.5
6	0	0	0	0
7	0	0	2.7	2.7
12	13.5	13.5	0	0

Idle, Pivot, Idle

Bump



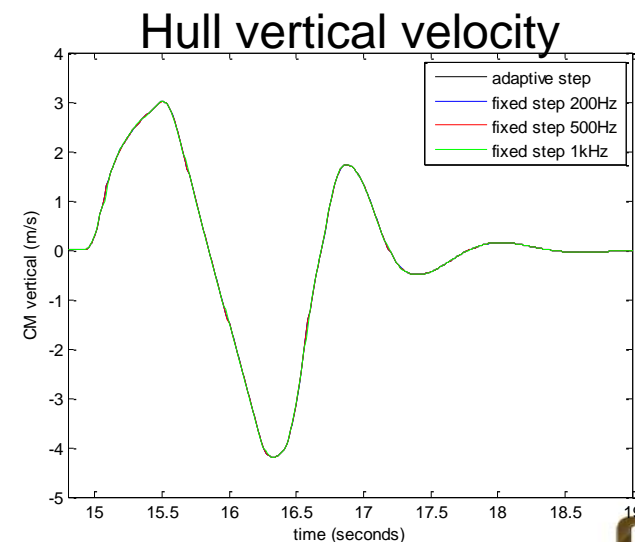
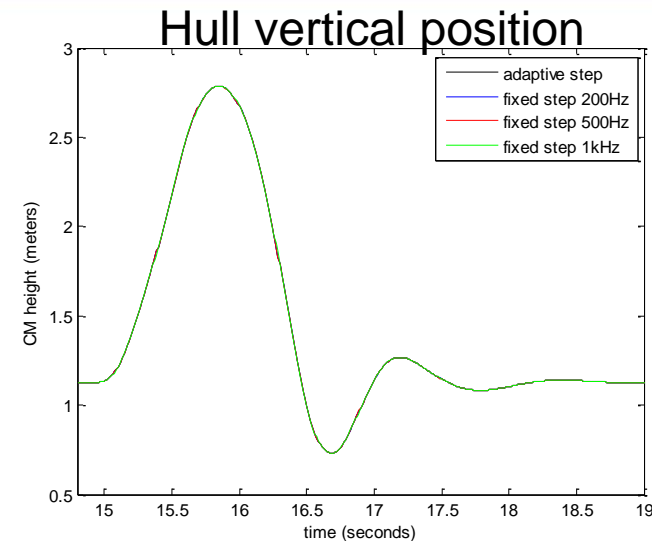
Results : Case 1

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Case 1:

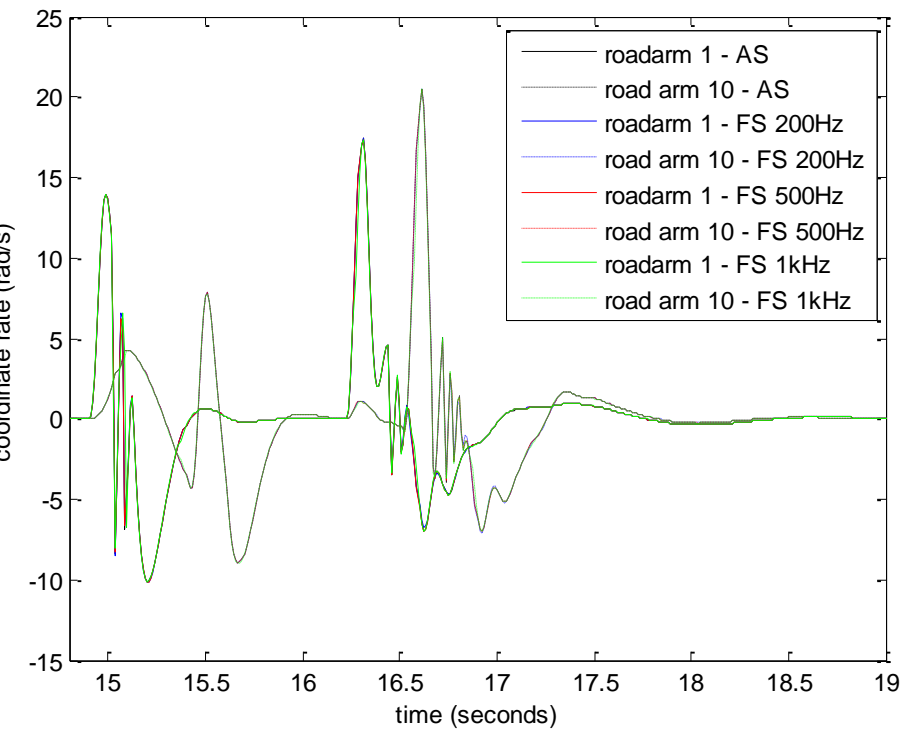
- Model integrated with error control (AS) and at 200 Hz, 500Hz, and 1kHz
- Bump height and wavelength <1, 5>m
- Trajectories are indistinguishable.



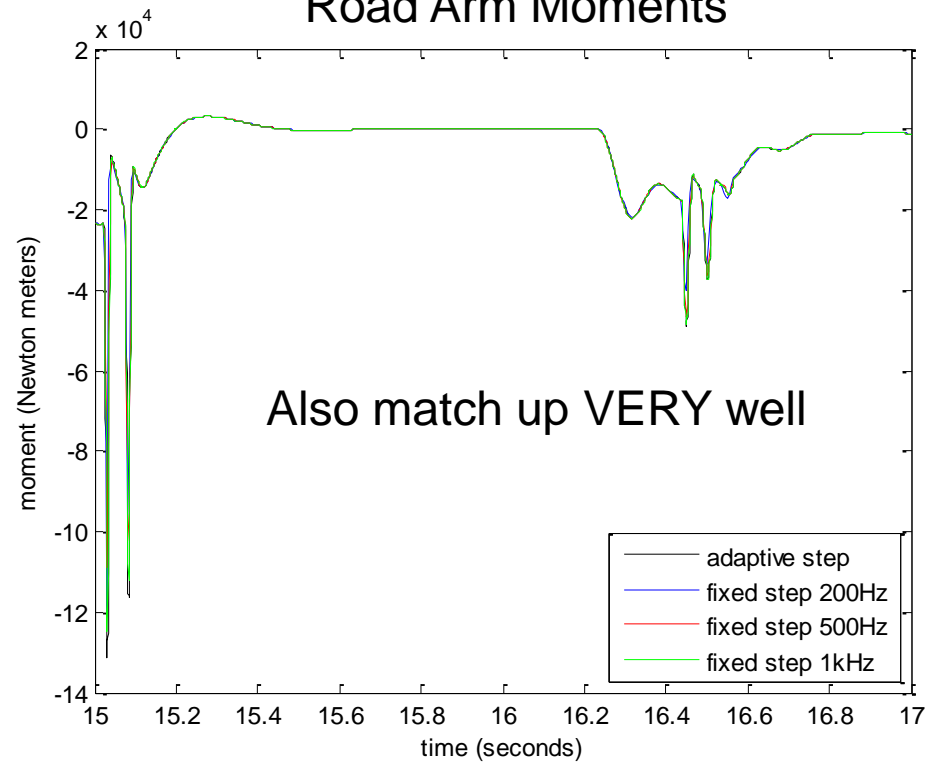
Results : Case 1



Road Arm Rates



Road Arm Moments



Results : Case 1

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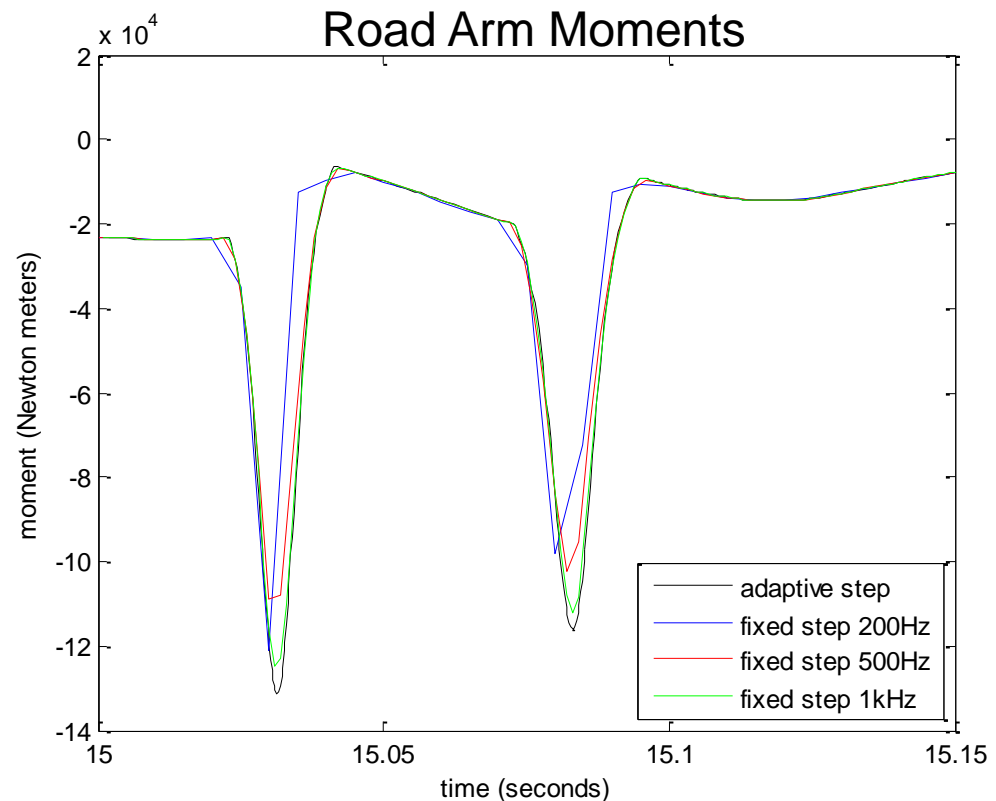
- Peak Loads

- AS -1.31×10^5 Nm
- 200Hz -1.21×10^5 Nm
- 500Hz -1.09×10^5 Nm
- 1kHz -1.25×10^5 Nm

- Results vary chaotically

- 8%
- **17%**
- 5%

- Aliasing also contributes.



Results : Case 2

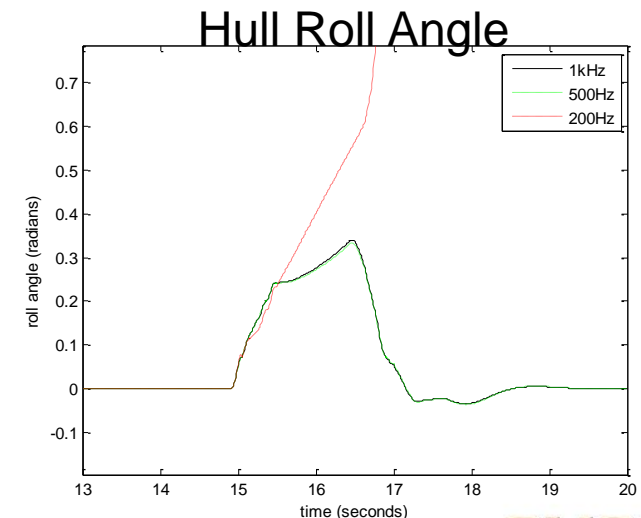
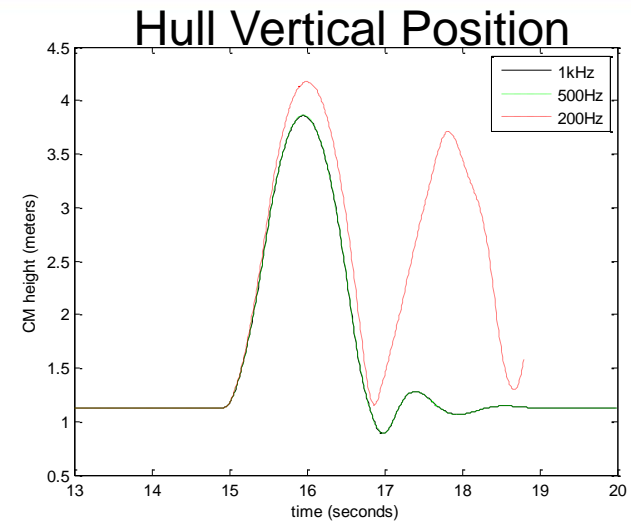
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Case 2:

- Again model integrated with error control (AS) and at 200 Hz, 500Hz, and 1kHz
- Bump height and wavelength **<1, 2>m**
- Initial terrain assumption violated!
- **Results are unstable.**





- Runge-Kutta family of explicit integrators
 - Forward Euler, RK3, RK4, ode23, ode45, Dormand-Prince, etc.
- Basics
 - Approximate: $y(t_0+h)$ where $y' = f(t,y)$
 - Taylor Series Expansion:

$$y(t_0 + h) = y(t_0) + hy'(t_0) + \frac{h^2}{2} y''(t_0) + O(h^3)$$

$$y(t_0 + h) = y(t_0) + hf + \frac{h^2}{2} \frac{df}{dt} + O(h^3)$$

$$\frac{df}{dt} = \frac{\partial f}{\partial y} \frac{dy}{dt} + \frac{\partial f}{\partial t} \frac{dt}{dt} = f_y f + f_t$$

$$y(t_0 + h) = y(t_0) + hf + \frac{h^2}{2} (f_t + f_y f) + O(h^3)$$



- Taylor Series Expansion:

$$y(t_0 + h) = y(t_0) + hf + \frac{h^2}{2} (f_t + f_y f) + O(h^3)$$

- Function Evaluations:

$$k_1 = f(t_0, y_0) = f$$

$$k_2 = f(t_0 + ha_2, y_0 + hb_{21}k_1) = f + ha_2f_t + hb_{21}f_yf + O(h^3)$$

- Assembly:

$$y(t_0 + h) = y(t_0) + hw_1k_1 + hw_2k_2 + O(h^3)$$

$$y(t_0 + h) = y(t_0) + h(w_1 + w_2)f + h^2w_2a_2f_t + h^2w_2b_{21}f_yf + O(h^3)$$

- Constraints defining second order methods:

$$w_1 + w_2 = 1 \qquad w_2a_2 = w_2b_{21} = \frac{1}{2}$$



Second order methods

$$\begin{array}{c|c} 0 & \\ \alpha & \alpha \\ \hline & 1 - \frac{1}{2\alpha} \quad \frac{1}{2\alpha} \end{array}$$

Third order method

$$\begin{array}{c|ccc} 0 & & & \\ \frac{1}{2} & \frac{1}{2} & & \\ 1 & -1 & 2 & \\ \hline & \frac{1}{6} & \frac{2}{3} & \frac{1}{6} \end{array}$$

An embedded second order method with $\alpha=1/2$

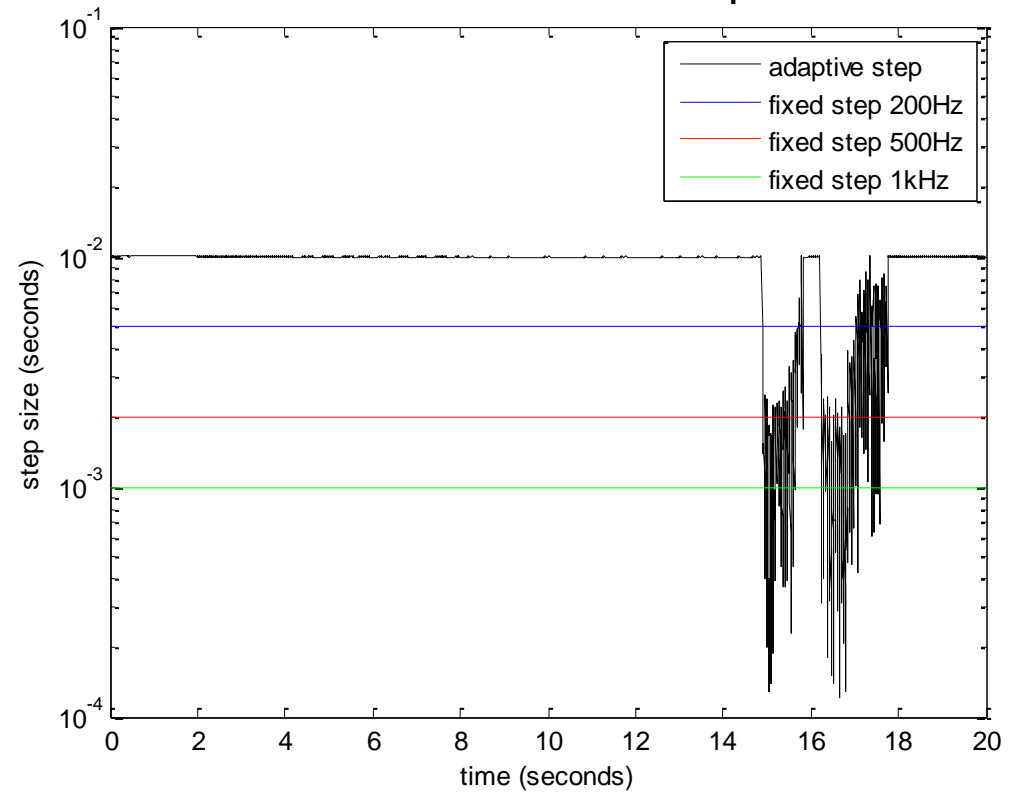
Subtraction of two methods approx. error within step.

Error is a state vector difference.



- Application
 - Fixed step
 - Adaptive step

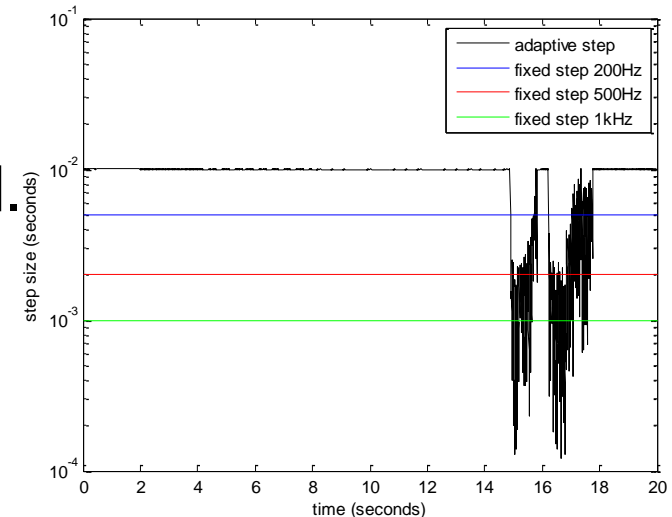
Case 1 Simulation Step Size





Description:

- Use a fixed step integration method.
- Monitor error at each DoF.
- Error exceeding tolerance indicates the system is too stiff to integrate accurately.
- Substitute impulsive event response in zero time.
- Continue integrating.
- Determine accurate loads independently from initial conditions for impulsive event.





- Generalized Momentum and Impact Solutions:

$$\sum_i \left(m_i v_i^+ \cdot \frac{\partial v_i}{\partial u_r} + I_i \cdot \omega_i^+ \cdot \frac{\partial \omega_i}{\partial u_r} \right) - F_c \Delta t \cdot \frac{\partial v_c}{\partial u_r} =$$
$$\sum_i \left(m_i v_i^- \cdot \frac{\partial v_i}{\partial u_r} + I_i \cdot \omega_i^- \cdot \frac{\partial \omega_i}{\partial u_r} \right)$$

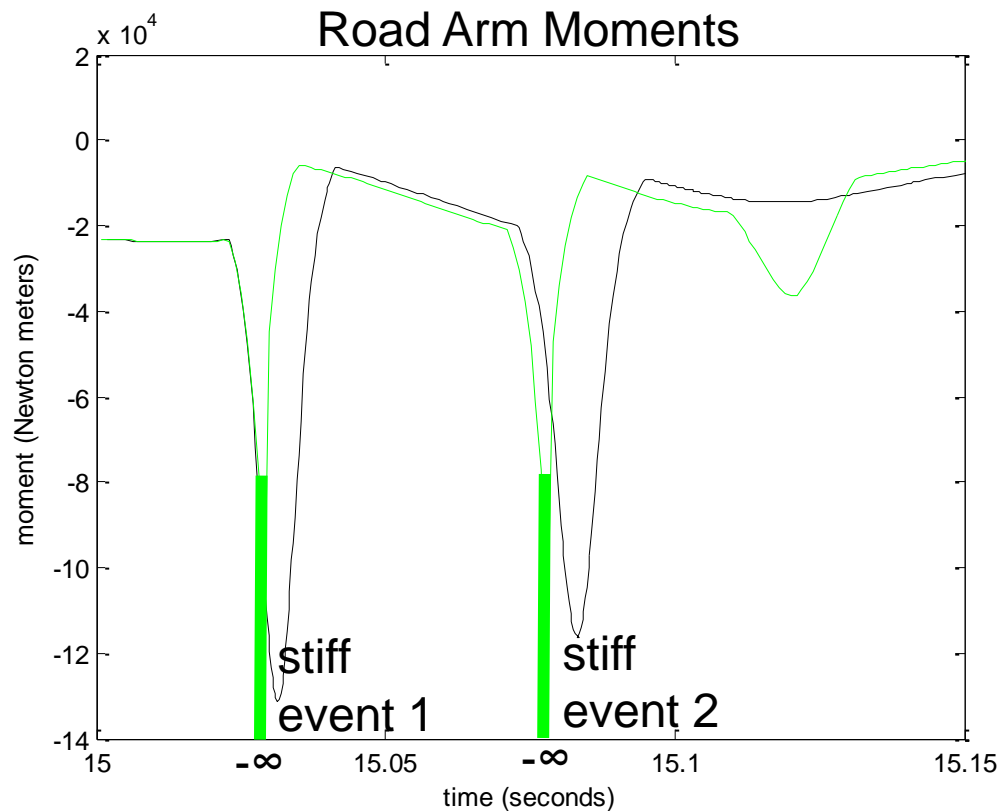
$$v_c^+ \cdot \hat{n} = -\varepsilon v_c^- \cdot \hat{n}$$

Hybrid Step Method

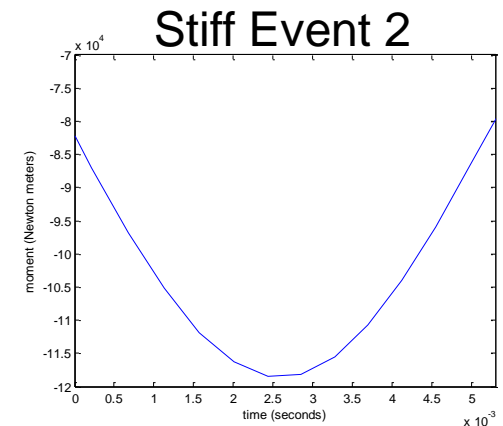
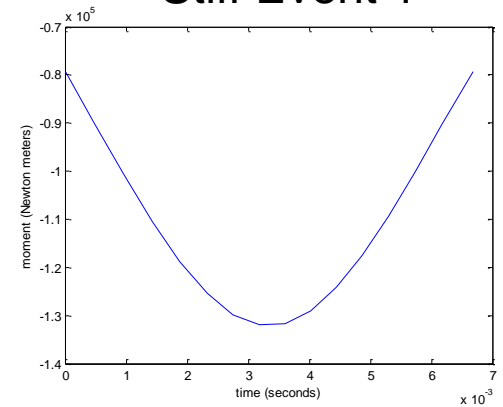


DESIRED Loads Method

Hybrid Impulsive Load Time History



External Integration Stiff Event 1

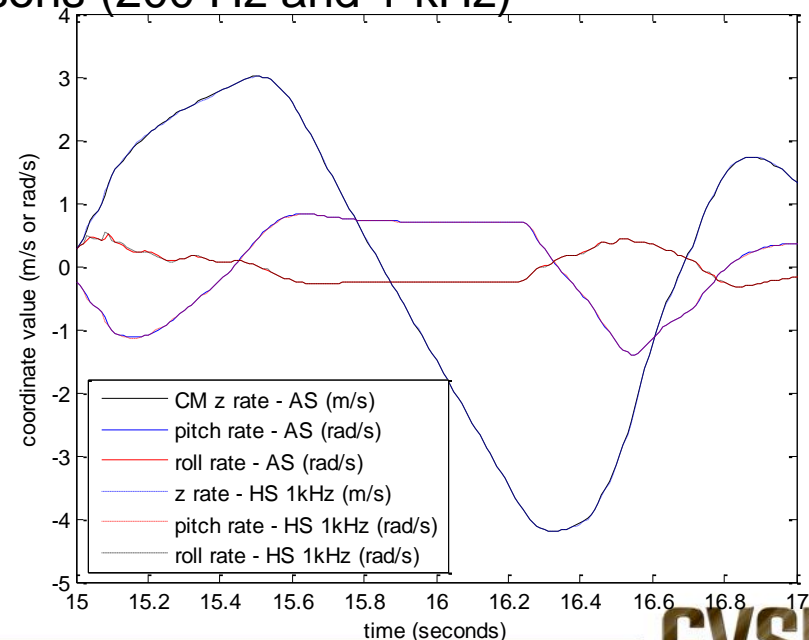
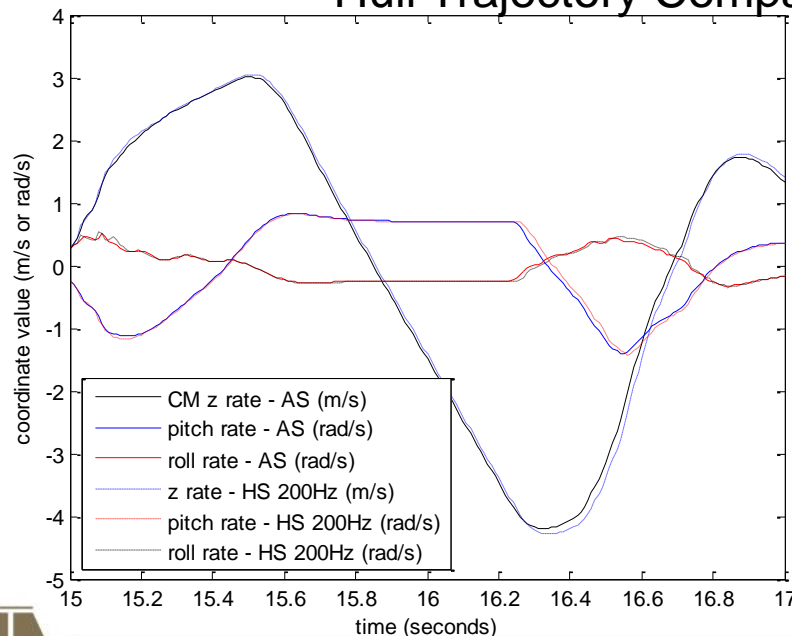


Didn't quite get there

Applied Finite Time Impulses

- A compromise, in some sense a more “general” solution.
 - Modeling the design intent of a component throughout a stiff region with prescribed motion constraint.
 - Peak loads reconstructed using initial conditions for impulse.

Hull Trajectory Comparisons (200 Hz and 1 kHz)



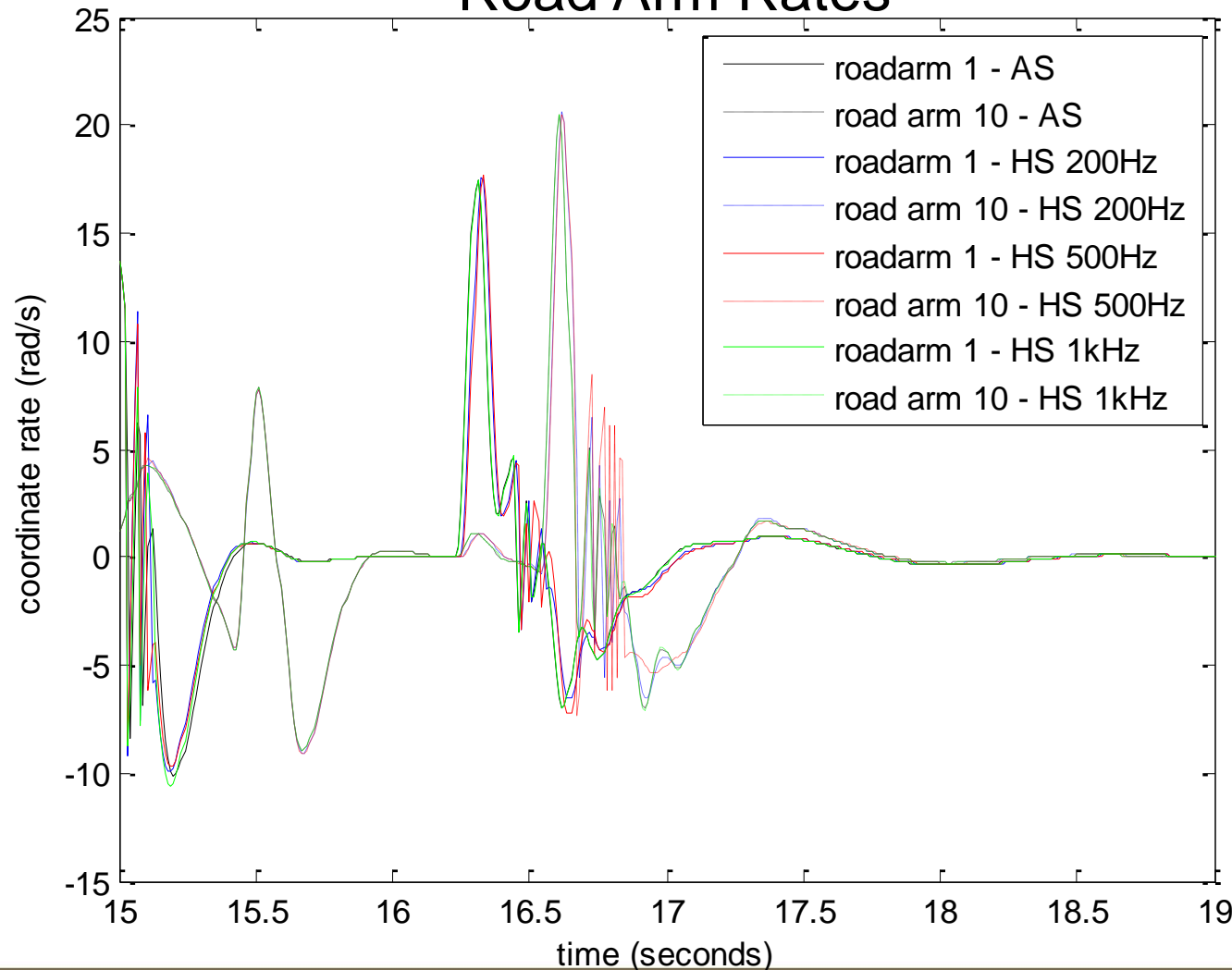
Hybrid Step Method

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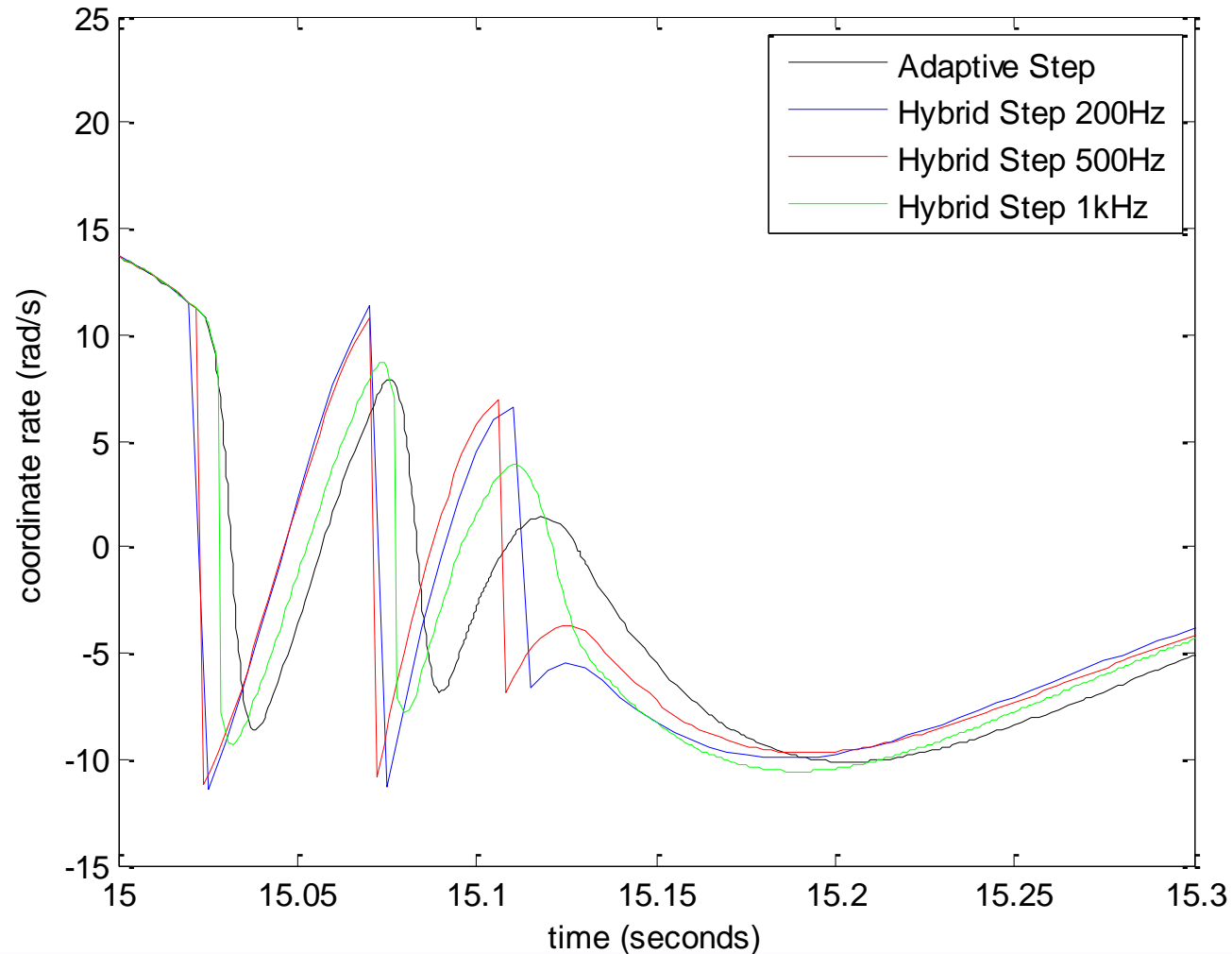
Road Arm Rates



COR = 1
Better values
needed



Road Arm Rates

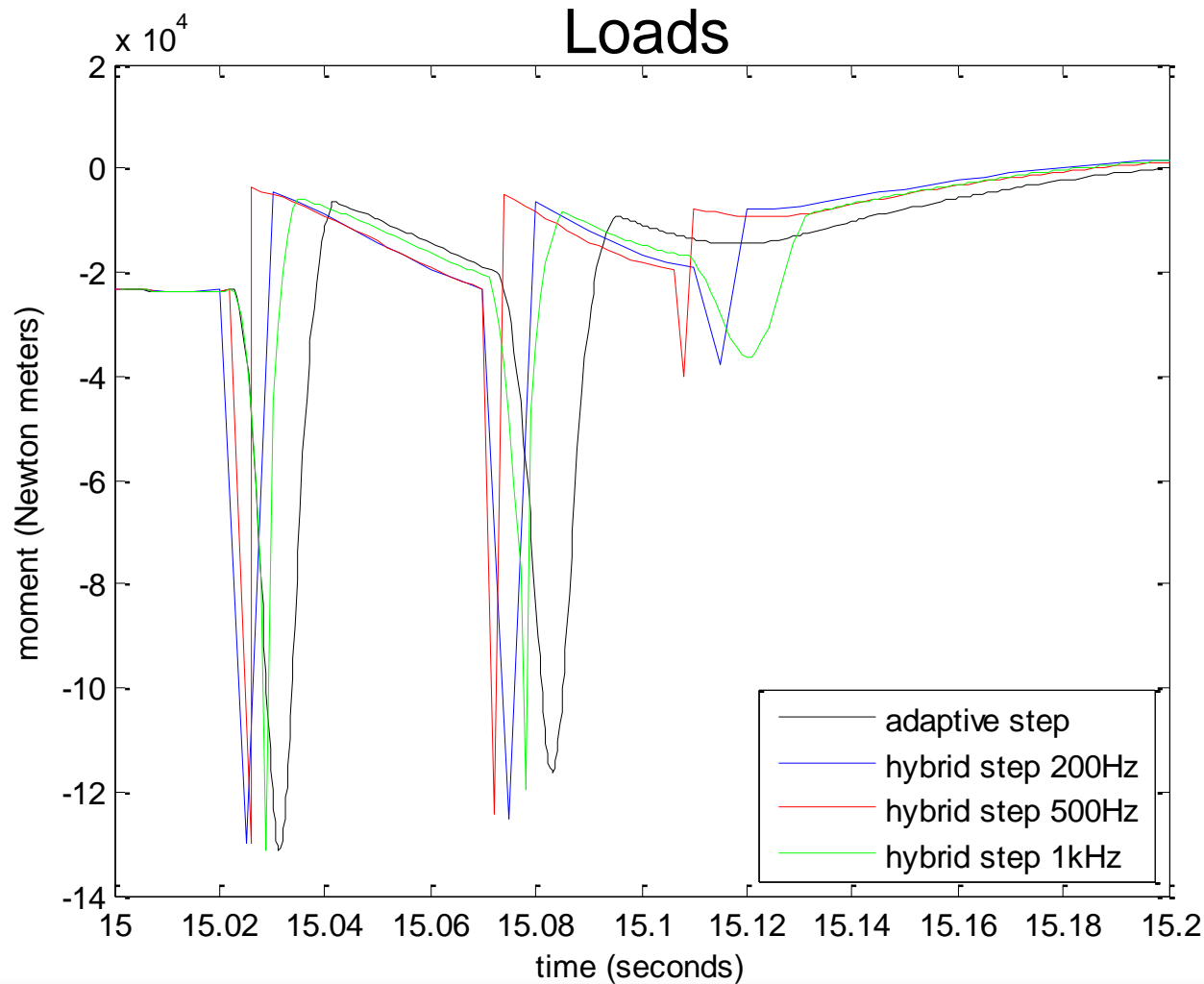


COR = 1
Better values
needed

Hybrid Step Method

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Conclusion

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- A new method for rapid loads evaluation has been presented in combination with real-time requirements.
- Stiffness is identified dynamically rather than geometrically (no contact detection).
- Zero time events proved difficult and are the subject of on going work.
- Finite time impulses
 - Have broader/easier application.
 - Peak loads may be post processed off-line and independently.